AMENDMENTS TO THE CLAIMS

Please add or amend the claims to read as follows, and cancel without prejudice or disclaimer to resubmission in a divisional or continuation application claims indicated as cancelled:

1. **(Currently Amended)** A method for providing media streams, the method comprising the steps of:

   receiving live media streams at a first path, wherein the first path comprises a video pump coupled to a data acquisition unit;

   providing a live media stream from the first path to a client, in response to a request to provide the live media stream to the client;

   retrieving media related information that comprises data structures that assist in constructing non-live media streams;

   online generating by the video pump, in response to a request to receive a trick play media stream, a non-live media stream, by utilizing the media related information, ~~in response to a request to provide the non-live media stream to a client~~ wherein the generating comprises fetching intra-coded frame from locations that are pointed to at the media related information, and altering timing information of the intra-coded frames and of duplicating frames; and

   providing the non-live media stream from a second path to the client, wherein the second path comprises the video pump and a media server being coupled to each other by a network link that differs from a network link of the first path.

2. (Canceled)

3. (Original) The method of claim 1 wherein the second path comprises a media server and a video pump being coupled to each other by a bandwidth limited link.

4. (Previously Presented) The method of claim 1 wherein the media related information comprises information indicative of a location of a stored media stream and wherein the generating of a non-live media stream further comprises a determination of which frames of the stored media stream to fetch from the first path.

5.   (Original) The method of claim 1 wherein the non-live media stream is MPEG compliant.

6.   (Original) The method of claim 1 wherein the non-live media stream is a trick mode media stream.

7.   (Original) The method of claim 1 further comprising a step of providing a live media stream from the first path to a client, in response to a request to provide a slightly delayed media stream to the client.

8.   (Original) The method of claim 1 further comprising converting live media streams to non-live media streams.

9.   (**Currently Amended**) A system for providing media streams, the system comprising:

a first path comprising a video pump coupled to a data acquisition unit; wherein the first path is utilized for receiving live media streams and for providing a live media stream to a client, in response to a request to provide the live media stream to the client; and

a second path comprising the video pump and a media server being coupled to each other by a network link that differs from a network link of the first path; wherein the second path is operable to retrieve media related information that comprises data structures that assist in constructing non-live media streams; to online generate at least a portion of a non-live media stream in response to a request to provide the non-live media stream to the client, by utilizing the media related information, wherein the generating comprises fetching intra-coded frame from locations that are pointed to at the media related information, and altering timing information of the intra-coded frames and of duplicating frames; and to provide the non-live media stream to the client, in response to the request to provide the non-live media stream to the client.

10.   (Canceled)

11.   (Original) The system of claim 9 wherein the second path comprises a media server and a video pump being coupled to each other by a bandwidth limited link.

12. (Previously Presented) The system of claim 9 wherein the media related information comprises portions of the non-live media stream.

13. (Original) The system of claim 9 wherein the non-live media streams comprise MPEG compliant media stream.

14. (Original) The system of claim 9 wherein the non-live media streams comprise trick mode media streams.

15. (Original) The system of claim 9 wherein the first path is further operable to provide live media stream, in response to a request to provide a slightly delayed media stream to the client.

16. (Previously Presented) A system for providing media streams, the system comprising:

 an acquisition unit coupled to a media source;

 a media storage and management entity;

 a video pump interface, coupled to the output of the acquisition unit via a first path, to the media storage and management entity via a second path and to a command channel, the video pump interface is operable to receive instructions/ requests from an end-user and accordingly to determine whether to feed the video pump with live stream media from the acquisition unit via the first path or to initiate a data fetch sequence for fetching data stored in the media storage and management entity, via the second path, in case where trick modes are required; wherein the second path comprises a network link that differs from a network link of the first path; and

 a video pump that is operable to determine which data to fetch from the media storage and management entity and when to transmit it according to MPEG timing;

 wherein the media storage and management entity is adapted to generate at least a portion of a non-live media stream in response to a request to provide the non-live media stream to a client.

17. (Previously Presented) The system of claim 16 wherein the video pump is operable to fetch selected portions of the data stored at the media storage and management entity.

18.   (Original) The system of claim 16 wherein the video pump is further operable to transmit retrieved data over a network to the end-user.

19.   **(Currently Amended)** A computer readable medium having code embodied therein for causing an electronic device to perform the steps of:

receiving live media streams at a first path, wherein the first path comprises a video pump coupled to a data acquisition unit;

providing a live media stream from the first path to a client, in response to a request to provide the live media stream to the client;

retrieving media related information that comprises data structures that assist in constructing non-live media streams;

online generating <u>by the video pump, in response to a request to receive a trick play media stream,</u> a non-live media stream, by utilizing the media related information, ~~in response to a request to provide the non-live media stream to a client~~ <u>wherein the generating comprises fetching intra-coded frame from locations that are pointed to at the media related information, and altering timing information of the intra-coded frames and of duplicating frames</u>; and

providing the non-live media stream from a second path to the client, wherein the second path comprises the video pump and a media server being coupled to each other by a network link that differs from a network link of the first path.

20.   (Previously Presented) The method of claim 1, wherein the generating comprises generating at least the portion of the non-live media stream by converting the live media stream to provide at least the portion of the non-live media stream.

21.   (Previously Presented) The method of claim 1, wherein the receiving further comprises receiving a live media stream from a first media source, and wherein the retrieving comprises retrieving media related information from a second media source that is different from the first media source.

22.   (Previously Presented) The method of claim 3, further comprising storing non-live media streams at the video pump, providing a first portion of the non-live media stream from the video pump to the client, and providing a second portion of the non-live media

stream from the media server, wherein the generating comprises generating the second portion of the non-live media stream.

23. (Previously Presented) The method of claim 8, wherein the converting comprises converting a live media stream to a non-live media stream that substantially includes intra coded frames of the live media stream and duplicating frames.

24. (Previously Presented) The system of claim 9, wherein the second path is further operable to generate at least the portion of the non-live media stream by converting the live media stream to provide at least the portion of the non-live media stream.

25. (Previously Presented) The system of claim 9, wherein the first path is operable to receive a live media stream from a first media source, and wherein the second path is further operable to retrieve media related information from a second media source that is different from the first media source.

26. (Previously Presented) The system of claim 16, wherein the video pump is further adapted to store non-live media streams, to provide a first portion of a non-live media stream that is stored at the video pump to the client, and to providing a second portion of the non-live media stream from the media storage and management entity, wherein the media storage and management entity is adapted to generate the second portion of the non-live media stream.

27. (Previously Presented) The system of claim 16, wherein the media storage and management entity is adapted to convert a live media stream to a non-live media stream that substantially includes the intra coded frames of at least a portion of the live media stream, and duplicating frames.